

Client No.: 4925-84RCE

U.S. Pat. App. Ser. No. 09/800,772
Amendment filed April 30, 2004
Reply to Office Action dated January 30, 2004

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) An online gaming system for playing games, the system comprising:
at least one wireless terminal adapted to run a multiplayer game to be played between said at least one wireless terminal and at least ~~[one of at least]~~ one other terminal ~~[and a game platform]~~ running the game; ~~[7]~~
a game program executable by the at least one wireless terminal for providing game-related events, and at least one game-related predefined message to be wirelessly sent from said at least one wireless terminal to said at least one other terminal; and
a means for modifying, if necessary, the at least one game-related predefined message to match the terminal capabilities of said at least one other terminal to which the predefined message is to be sent~~[7]~~, wherein the at least one game-related predefined message is subject to interaction with a user of said at least one wireless terminal; and a means for transmitting said at least one game-related predefined message to said at least one other terminal.
2. (Previously Presented) The online gaming system of claim 4,
wherein the state of the game comprises at least one of before a game is being played by the user, during a game being played by the user, after a game has been played by the user, and when a predefined game-related criteria is met; and
wherein the predefined game-related criteria comprises an event that is related to the game and is predefined.
3. (Original) The online gaming system of claim 2, wherein the predefined game-related event comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting the opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the opponent during the game.

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4. (Previously Presented) The online gaming system of claim 1, further comprising:

means for determining a state of the game comprising a means for scanning the game-related events, wherein the at least one game-related predefined message is sent based on the state of the game.

5. (Previously Presented) The online gaming system of claim 2, wherein the predefined game-related criteria are met where at least one of the scanned game-related events match at least one of a plurality of predefined game-related events.

6. (Original) The online gaming system of claim 5, wherein the at least one game-related predefined message comprises content related to the at least one game-related event if the predefined game-related criteria are met.

7. (Previously Presented) The online gaming system of claim 4, wherein the game program comprises an indicator to be displayed when the at least one game-related predefined message appropriate for the state of the game is available for activation.

8. (Previously Presented) The online gaming system of claim 5, wherein the at least one game-related predefined message is sent automatically to the at least one other terminal when at least one of the scanned game-related events matches at least one of the plurality of predefined game-related events.

9. (Previously Presented) The online gaming system of claim 1, wherein the at least one wireless terminal comprises:

a dedicated button to be activated by the user to send the at least one game-related predefined message to the at least one other terminal.

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10. (Previously Presented) The online gaming system of claim 1, wherein the at least one game-related predefined message comprises at least one of:

- a game-play message to be sent to the at least one other terminal during a game, and
- a game-environment message related to playing a game to be sent to the at least one other terminal before or after the game.

11. (Original) The online gaming system of claim 1, wherein the at least one game-related predefined message comprises at least one of voice, text, sound, an image, a picture, a video, and a multimedia message.

12. (Currently Amended) An online gaming system for playing games, the system comprising:

- at least one wireless terminal adapted to run a game to be played with ~~[at least one of]~~ at least one other terminal ~~[and a game platform]~~ running the game;
- a processor within the at least one wireless terminal for controlling functions relating to the game;
- a storage device in communication with the processor;
- a game program operative on the processor of the at least one wireless terminal comprising:
 - means for maintaining in the storage device a database identifying at least one set of predefined messages available to send from said at least one wireless terminal to said at least one other terminal;
 - means for scanning game-related events to identify conditions matching any of at least one predefined game-related criteria; and
 - means for providing at least one game-related predefined message when at least one of the conditions matching any of the at least one predefined game-related criteria is identified, wherein the at least one game-related predefined message is to be sent from said at least one wireless terminal to said at least one other terminal; ~~[and]~~

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a means for modifying the at least one game-related predefined message to match the terminal capabilities of said at least one other terminal to which the at least one game-related predefined message is sent[+], wherein the at least one game-related predefined message is subject to interaction with a user of the at least one wireless terminal; and

a means for transmitting said at least one game-related predefined message to said at least one other terminal.

13. (Original) The online gaming system of claim 12, wherein the predefined game-related criteria comprises an event that is related to the game and is predefined.

14. (Original) The online gaming system of claim 13, wherein the predefined game-related event comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting the opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the opponent during the game.

15. (Previously Presented) The online gaming system of claim 12, wherein the game program comprises:

an indicator to be displayed on the at least one wireless terminal when at least one of the conditions matching any of the at least one predefined game-related criteria is identified,

wherein the provided at least one game-related predefined message is appropriate to the scanned at least one predefined game-related event matching any of the at least one predefined game-related criteria, and

wherein said indicator indicates that the provided at least one game-related predefined message is available for sending.

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16. (Previously Presented) The online gaming system of claim 12, wherein the at least one wireless terminal comprises:

a dedicated button to be activated by the user to send the at least one game-related predefined message to the at least one other terminal.

17. (Previously Presented) The online gaming system of claim 12, wherein the at least one game-related predefined message comprises at least one of:

a game-play message to be sent to the at least one other terminal during a game, and
a game-environment message related to playing a game to be sent to the at least one other terminal before or after the game.

18. (Original) The online gaming system of claim 12, wherein the at least one game-related predefined message comprises at least one of voice, text, sound, an image, a picture, a video, and a multimedia message.

19. (Currently Amended) A method of providing an online gaming system for playing games, the method comprising the steps of:

connecting at least one wireless terminal adapted to run a game to be played with [~~at least one of~~] at least one other wireless terminal [~~and a game platform~~] running the game;

scanning game-related events to identify conditions matching any of at least one predefined game-related criteria;

providing at least one game-related predefined message to be sent from said at least one wireless terminal to said at least one other terminal when at least one of the conditions matching any of the at least one predefined game-related criteria is identified;

interacting, by a user of the wireless terminal, with the at least one game-related predefined message which is to be sent from said at least one wireless terminal to said at least one other terminal; [~~and~~]

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modifying, if necessary, the at least one game-related predefined message to match the terminal capabilities of said at least one other terminal to which the at least one game-related predefined message is to be sent; and
a means for transmitting said at least one game-related predefined message to said at least one other terminal.

20. (Original) The method of claim 19, wherein the predefined game-related criteria comprises an event that is related to the game and is predefined.

21. (Original) The method of claim 20, wherein the predefined game-related event comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting the opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the opponent during the game.

22. (Previously Presented) The method of claim 19, wherein the at least one game-related predefined message comprises at least one of:

a game-play message to be sent to the at least one other terminal during a game, and
a game-environment message related to playing a game to be sent to the at least one other terminal before or after the game.

23. (Original) The method of claim 19, wherein the at least one game-related predefined message comprises at least one of voice, text, sound, an image, a picture, a video, and a multimedia message.

24. (Currently Amended) A wireless terminal for playing games, the terminal comprising:
a processor for controlling functions relating to a game;
a storage device in communication with the processor;
a primary input in communication with the processor for registering game-related commands input by a user of a wireless terminal; [and]

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a game program operative on the processor of the wireless terminal comprising:
means for maintaining in the storage device a database identifying at least one set
of predefined messages available to send to at least one other terminal;
means for providing at least one game-related predefined message based on a state
of the game, wherein the at least one game-related predefined message is sent
to the at least one other terminal; and
means for interacting, by the user, with the at least one game-related predefined
message;
a means for modifying [wherein], if necessary, the at least one game-related predefined
message [is modified] to match terminal capabilities of the at least one other terminal;
and
a means for transmitting said at least one game-related predefined message to said at
least one other terminal.

25. (Previously Presented) The wireless terminal of claim 24,

wherein the state of the game comprises at least one of before a game is being played by
the user, during a game being played by the user, after a game has been played by the
user, and when a predefined game-related criteria is met; and
wherein the predefined game-related criteria comprises an event that is related to the
game and is predefined.

26. (Original) The wireless terminal of claim 25, wherein the predefined game-related event
comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting the
opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the
opponent during the game.

27. (Previously Presented) The wireless terminal of claim 24, wherein the at least one game-
related predefined message comprises at least one of:

a game-play message to be sent to the at least one other terminal during a game, and

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a game-environment message related to playing a game to be sent to the at least one other terminal before or after the game.

28. (Original) The wireless terminal of claim 24, wherein the at least one game-related predefined message comprises at least one of voice, text, sound, an image, a picture, and a video.

29. (Previously Presented) The online gaming system of claim 1, wherein the at least one other terminal to which the game-related predefined message is to be sent is preselected.

30. (Cancelled without prejudice)

31. (Previously Presented) The online gaming system of claim 1, wherein the at least one other terminal to which the game-related predefined message is to be sent comprises a predefined category of one or more players.

32. (Currently Amended) The online gaming system of claim 31, wherein the predefined category comprises at least one of all players presently online, all players not presently engaged in a game, all players presently initiating a game, all players presently engaged in a game, all players on the user's own team, all players on an opposing team, at least one player previously defined by the user, and a [the] game platform running the game.

33. (Previously Presented) The online gaming system of claim 32, wherein the at least one player previously defined by the user is defined by a gaming attribute.

34. (Previously Presented) The online gaming system of claim 33, wherein the gaming attribute is the relative ranking of the player.

35. (Previously Presented) The online gaming system of claim 31, wherein the predefined category changes depending on the state of the game.

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36. (Previously Presented) The online gaming system of claim 35, wherein the state of the game is before the game, and:

the predefined category comprises at least one of all the players in a game room, one or more players in the game room, all players starting a game, one or more players starting a game, and a preselected one or more players; and

the at least one game-related predefined message comprises at least one of "WANNA PLAY?", "I RULE", "WHAT'S UP?", "DUNNO", and a message predefined by the user.

37. (Previously Presented) The online gaming system of claim 35, wherein the state of the game is during the game, and:

the predefined category of player comprises at least one of all players presently engaged in a game, all players on the user's own team, all players on an opposing team, or at least one player previously defined by the user; and

the at least one game-related predefined message comprises "GOTCHA", "YOU'RE WASTED", "ONE MORE KILLED", "TM THE MASTER!", "FOE KILLED", "ONE MORE DOWN!", a message relating to an event which recently occurred in the game, and a message predefined by the user.

38. (Previously Presented) The online gaming system of claim 1, wherein the at least one game-related predefined message comprises a picture and the terminal capabilities of the at least one other terminal do not support reproducing a picture, and wherein the at least one game-related predefined message is modified by replacing the picture in the at least one game-related predefined message with text describing the picture.

39. (Previously Presented) The online gaming system of claim 1, further comprising:

a destination database containing records for each of the at least one other terminal, wherein each record comprises the output capacity of the at least one other terminal.

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40. (Previously Presented) The online gaming system of claim 39, further comprising:
a means for modifying the at least one game-related predefined message based on the output capacity of the at least one other terminal, wherein the output capacity is determined accessing the destination database.

41. (Currently Amended) The online gaming system of claim 39, wherein the destination database is located in at least one of the at least one wireless terminal and a ~~the~~ game platform running the game.

42. (Currently Amended) The online gaming system of claim 39, further comprising:
a means for logging into the game ~~[platform]~~, wherein each terminal logged into the game ~~[platform]~~ has a corresponding record in the destination database.

43. (Presently Amended) The online gaming system of claim 1, further comprising:
a storage means for storing game-related predefined messages, wherein each game-related predefined message is identified by a code and, when a code is sent to the storage means, the storage means recognizes and provides the game-related predefined message identified by the received code.

44. (Currently Amended) The online gaming system of claim 1, further comprising:
a ~~said~~ game platform configured to communicate with the at least one wireless terminal comprised of:
a storage means for storing game-related predefined messages;
a means for a player to log into the game platform; and
a player database containing records for each player logged in to the game platform, wherein each record comprises the destination address of the logged in player and the output capacity of the terminal of the logged in player;
wherein the game platform is the platform on which logged in players ~~communicate and~~ play with each other.

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45. (Previously Presented) The method of claim 19, wherein the step of interacting, by the user, comprises the step of at least one of:

- selecting the at least one game-related predefined message;
- defining the at least one game-related predefined message; and
- selecting the at least one destination address to which the at least one game-related predefined message may be sent.

46. (Previously Presented) An online gaming system comprising:

- at least one wireless terminal on a cellular telephone network for running a player client program, said player client program having a communication link with a game server program;
- a game platform on a wide area network for running the game server program, and for providing a platform on which a user of the at least one wireless terminal can play a game using the player client program, comprising:
 - a means for the user to log in to the game platform so that the user becomes a player in the game; and
 - a player database containing records for each player logged in to the game platform, wherein each record comprises the destination address of the logged in player and the output capacity of the terminal of the logged in player;
- a means for storing at least one predefined message;
- a means for determining a state of the game comprising a means for scanning game-related events in the game;
- a means for providing at least one game-related predefined message to the user of the wireless terminal based on the state of the game, wherein the user selects whether to transmit the at least one game-related predefined message to at least one other terminal; and

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a means for modifying, if necessary, the at least one game-related predefined message to match the terminal capabilities of the at least one other terminal to which the predefined message is to be sent;

wherein the state of the game comprises at least one of before a game is being played by the user, during a game being played by the user, after a game has been played by the user, and when a predefined game-related criteria is met; and

wherein the predefined game-related criteria comprises an event that is related to the game and is predefined.

47. (Currently Amended) The online gaming system of claim 46 [+], wherein the at least one wireless terminal comprises:

means for transmitting a short code representing a particular at least one game-related predefined message to the game platform, whereby the game platform recognizes the short code and transmits the particular at least one game-related predefined message to a specified at least one of the at least one other terminal.

48. (Previously Presented) The online gaming system of claim 47, wherein the game platform comprises:

a message database for recognizing the short code from the at least one wireless terminal, for presenting the particular at least one game-related predefined message represented by the short code to the game platform, and for storing the particular at least one game-related predefined message.

49. (Previously Presented) The online gaming system of claim 48, wherein the specified at least one of the at least one terminal is at least one of i) previously specified to the game platform; ii) specified in communication accompanying the short code from the at least one wireless terminal; and iii) specified in the message database.

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50. (Currently Amended) The online gaming system of claim 12, wherein the at least one wireless terminal comprises:

means for transmitting a short code representing a particular at least one game-related predefined message ~~[to the game platform]~~, wherein ~~[whereby the game platform recognizes]~~ the short code is recognized and ~~[transmits]~~ the particular at least one game-related predefined message is transmitted to a specified at least one of the at least one other terminal.

51. (Previously Presented) The online gaming system of claim 50, wherein the database maintained in the storage device comprises:

records containing short codes, including said short code, wherein each short code represents at least one of the at least one game-related predefined message.

52. (Currently Amended) The online gaming system of claim 51, ~~[wherein the game platform comprises]~~ further comprising:

a message database for recognizing the short code from the at least one wireless terminal, for presenting the particular at least one game-related predefined message represented by the short code ~~[to the game platform]~~, and for storing the particular at least one game-related predefined message.

53. (Currently Amended) The online gaming system of claim 52, wherein the specified at least one of the at least one terminal is at least one of i) previously specified ~~[to the game platform]~~; ii) specified in a communication accompanying the short code from the at least one at least one wireless terminal; iii) specified in the message database; and iv) specified in the database maintained in the storage device.

54. (Currently Amended) The method of claim 19, further comprising the steps of:

transmitting, by the at least one wireless terminal, a short code representing a particular at least one game-related predefined message ~~[to the game platform]~~;

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~~[receiving the short code at the game platform and]~~ recognizing the short code; and
transmitting the particular at least one game-related predefined message represented by
the recognized short code to a specified at least one of the at least one other terminal.

55. (Previously Presented) The method of claim 54, further comprising the steps of:
storing short codes, including said short code, in the at least one wireless terminal,
wherein each short code represents at least one of the at least one game-related
predefined message.

56. (Currently Amended) The method of claim 55, further comprising the step of:
storing, in a message database ~~[in the game platform]~~, the particular at least one game-
related predefined message represented by the stored short codes.

57. (Currently Amended) The method of claim 56, wherein the specified at least one of the at
least one terminal is at least one of i) previously specified ~~[to the game platform]~~; ii) specified in
a communication accompanying the short code from the at least one at least one wireless
terminal; iii) specified in the message database; and iv) specified in the database maintained in
the storage device.

58. (Currently Amended) The wireless terminal of claim 24, further comprising:
means for transmitting a short code representing a particular at least one game-related
predefined message ~~[to the game platform]~~, wherein ~~[whereby the game platform~~
~~recognizes]~~ the short code is recognized and ~~[transmits]~~ the particular at least one
game-related predefined message is transmitted to a specified at least one of the at
least one other terminal.

59. (Previously Presented) The wireless terminal of claim 58, wherein the database
maintained in the storage device comprises:

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records containing short codes, including said short code, wherein each short code represents at least one of the at least one game-related predefined message.

60. (Currently Amended) The wireless terminal of claim 59, wherein the specified at least one of the at least one terminal is at least one of i) previously specified [~~to the game platform~~]; ii) specified in a communication accompanying the short code from the at least one at least one wireless terminal; and iii) specified in the database maintained in the storage device.

61. (Currently Amended) The online gaming system of claim 45, wherein the at least one wireless terminal comprises:

means for transmitting a short code representing a particular at least one game-related predefined message [~~to the game platform~~], wherein [~~whereby the game platform recognizes~~] the short code is recognized and [~~transmits~~] the particular at least one game-related predefined message is transmitted to a specified at least one of the at least one other terminal.

62. (Previously Presented) The online gaming system of claim 61, wherein the at least one wireless terminal further comprises:

a short code database for storing a plurality of short codes, including said short code, wherein each short code represents at least one of the at least one game-related predefined message.

63. (Currently Amended) The online gaming system of claim 62, [~~wherein the game platform~~] further [~~comprises~~] comprising:

a message database for recognizing the short code from the at least one wireless terminal, for presenting the particular at least one game-related predefined message represented by the short code to the game platform, and for storing the particular at least one game-related predefined message.

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64. (Currently Amended) The online gaming system of claim 63, wherein the specified at least one of the at least one terminal is at least one of i) previously specified [~~to the game platform~~]; ii) specified in a communication accompanying the short code from the at least one at least one wireless terminal; iii) specified in the message database [~~in the game platform~~]; and iv) specified in the short code database in the at least one wireless terminal.